

AMENDMENT UNDER 37 C.F.R. § 1.111  
Appln. No. 09/855,020  
Docket No. Q64489

**AMENDMENTS TO THE CLAIMS**

**This listing of claims will replace all prior versions and listings of claims in the application:**

**LISTING OF CLAIMS:**

1. (currently amended): A game machine comprising:

a player identifier, which identifies a player who wants to play a game;

a data storage, which stores personal information of a plurality of players which have played the game, the data storage being operable to store a plurality of personal information sets for each of said plurality of players ~~items with respect to each player, wherein each personal information item is a set of personal information for one of the plurality of players~~ set of personal information including parameters of play of the game; and

a game environment arranger, which selectively reads out one of the personal information ~~items~~ sets of the player identified by the player identifier from the data storage, and automatically sets up a game environment based on the read out personal information set;

wherein the player identifier identifies the player using image recognition techniques, ~~and wherein the personal information includes parameters of play of the game.~~

2. (canceled).

3. (original): The game machine as set forth in claim 1, further comprising:

a game monitor, which monitors status of the game played by the player to generate monitoring information; and

a personal information generator, which generates new personal information of the player based on the monitoring information, and stores the new personal information in the data storage.

4. (original): The game machine as set forth in claim 1, further comprising:

an information communicator, which communicates the personal information stored in the data storage with another game machine connected to the game machine.

5. (original): The game machine as set forth in claim 3, further comprising:

a level determiner, which automatically determines a skill level of the player to generates skill level information, based on the monitoring information,

wherein the personal information generator incorporates the skill level information to the personal information; and

wherein the game environment arranger automatically reads out personal information of another player stored in the data storage as an opponent in a multi-player game, based on the skill level information of the player.

6. (previously presented): The game machine as set forth in claim 1, wherein the personal information includes at least one of information regarding the skill level of the player,

information regarding progress status of the game, information regarding a number of tokens acquired in the game, and information regarding growth status in a raising game.

7. (currently amended): A network system for setting up a game environment, comprising:

a common host apparatus;

a plurality of game machines communicatively connected to the host apparatus;

a player identifier, which is provided in at least one of the host apparatus and game machines, and identifies a player who wants to play a game, the player identifier provided;

a data storage, which is provided in the host apparatus, and stores personal information of a plurality of players which have been played the game, the data storage being operable to store a plurality of personal information sets for each of said plurality of players, each set of personal information including parameters of play of the game~~items with respect to each player, wherein each personal information item is a set of personal information for one of the plurality of players;~~

a data communicator, which is provided in the host apparatus, and selectively transmits one of the personal information items of the player identified by the player identifier, from the data storage to at least one of the game machines; and

a game environment arranger, which is provided in the respective game machines, receives the personal information transmitted from the host apparatus, and automatically sets up a game environment based on one of the received personal information sets;

wherein the player identifier identifies the player using image recognition techniques,~~and~~

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~~wherein the personal information includes parameters of play of the game.~~

8. (original): The network system as set forth in claim 7, wherein each of the game machine includes:

a game monitor, which monitors status of the game played by the player to generate monitoring information;

a personal information generator, which generates new personal information of the player based on the monitoring information; and

an information communicator, which transmits the new personal information to the data storage in the host apparatus.

9. (previously presented): The network system as set forth in claim 7, wherein the host apparatus and the respective game machines are connected via a wide area computer network to play a network game provided on the wide area computer network.

10. (canceled).

11. (original): The network system as set forth in claim 8, wherein each of the game machines includes a level determiner, which automatically determines a skill level of the player to generates skill level information, based on the monitoring information;

wherein the personal information generator incorporates the skill level information to the personal information; and

wherein the game environment arranger automatically receives personal information of another player stored in the data storage as an opponent in a multi-player game, based on the skill level information of the player.

12. (original): The network system as set forth in claim 7, wherein the personal information includes at least one of information regarding a skill level of the player, information regarding progress status of the game, information regarding the number of tokens acquired in the game, and information regarding growth status in a raising game.

13. (previously presented): The game machine as set forth in claim 5, further comprising a match canceller which refuses to establish the multi-player game with the opponent selected by the game environment arranger.

14. (previously presented): The game machine as set forth in claim 11, further comprising a match canceller which refuses to establish the multi-player game with the opponent selected by the game environment arranger.

15. (new): A game machine comprising:  
a player identifier, which identifies a player who wants to play a game;

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a data storage, which stores personal information of a plurality of players which have played the game, the data storage being operable to store a plurality of personal information sets for each of said plurality of players, each set of personal information including parameters of play of the game; and

a game environment arranger, which selectively reads out one of the personal information sets of the player identified by the player identifier from the data storage, and automatically sets up a game environment based on the read out personal information set.

16. (new): A network system for setting up a game environment, comprising:

a common host apparatus;

a plurality of game machines communicatively connected to the host apparatus;

a player identifier, which is provided in at least one of the host apparatus and game machines, and identifies a player who wants to play a game, the player identifier provided;

a data storage, which is provided in the host apparatus, and stores personal information of a plurality of players which have been played the game, the data storage being operable to store a plurality of personal information sets for each of said plurality of players, each set of personal information including parameters of play of the game;

a data communicator, which is provided in the host apparatus, and selectively transmits one of the personal information items of the player identified by the player identifier, from the data storage to at least one of the game machines; and

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a game environment arranger, which is provided in the respective game machines,  
receives the personal information transmitted from the host apparatus, and automatically sets up  
a game environment based on one of the personal information sets;

wherein the player identifier identifies the player using image recognition techniques.